

DC412 Syllabus Summer 14

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Class meets Mon/Weds: 5:45-9pm in CDM 922

Office Hours (CDM 600A): Mon/Weds: 4:15-5:45

Class 1, 6.16

Cover syllabus, D2L, Gobbler and expectations in class. Please note: this syllabus is subject to change.

What do you hear? Listening and writing.

Screening: Docs on film composers

Logic: Basics 1

Homework

Reading: Karlin Analysis Method document.

Video Tutorial: Intro to Logic Pro X

Class 2, 6.18

Karlin Method overview

Screening: clips

Theory basics

Logic: Basics 2

Homework

Reading: Davis/Part 1, Five Veteran Film Composers-Interview. Video Tutorial: 01, 01A, 02, 03, 06, Bouncing

Project 1 (due 6.25): Compose a 4-minute piece using Logic. Deliver in WAV, stereo interleaved, 24/48.

Class 3, 6.23

Introduction, screening/commentary: **Vertigo**

Homework

Reading: Davis/Part 2.

Video Tutorial: 07, 08, 09, 10, 11, 12, 13, 14

Video Analysis 1 (Due 6.30): Please screen a film in a commercial theatre and provide at least a 7-minute video analysis (using a cell phone or webcam) of the use of music in the film.

Class 4, 6.25

The Scoring Process

Homework

Reading: Davis/Part 3, T-Bone Burnett/ The Art of Matching Music with Movies.

Video Tutorial: 18, 19, 20, 21, 22, 25, 26, 27, 28, 29, 30

Class 5, 6.30

Electronic Music in Cinema and Virtual Instruments

Speed Dating: A deconstruction of the scoring process from spotting to delivery.

Homework

Reading: Davis/Part 4, IntroMidi.

Video Tutorial: 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, Scoring to Picture #1- Synchronization Basics in Logic Pro, Scoring to Picture #2 – SMPTE of bar 1 in Logic Pro X.

Video Analysis 2 (Due 7.7): Please screen a film in a commercial theatre and provide at least a 7-minute video analysis (using a cell phone or webcam) of the use of music in the film.

Class 6, 7.2

Workshop 1: The beginning

In class scoring exercise and critique.

Homework

Reading: Setting up Logic for Scoring to Video, Top 10 Soundtrack, Score and Music Mistakes made by Filmmakers.

Project 2: (Score the beginning of assigned movie. Deliver Quicktime).

Class 7, 7.7

Workshop 2: The ending

In class scoring exercise and critique.

Homework

Reading: Sampling Giveaways

Project 3: (Score the ending of assigned movie. Deliver Quicktime).

Project 6: (Due 7.16). Score a short film or scenes from a film that results in the following running time: between 5-7 minutes. Deliver in QuickTime, stereo interleaved, 24/48.

Class 8, 7.9

Workshop 3: Action

In class scoring exercise and critique.

Homework

Project 4: (Score assigned action sequence from film. Deliver Quicktime)

Project 6: (Due 7.16).

Class 9, 7.14

Workshop 4: Time, Place and Space

In class scoring exercise and critique.

Homework

Project 5 (Score assigned sequence from film. Deliver Quicktime)

Project 6 (Due 7.16).

Class 10, 7.16

Workshop 5: Tension

Final Project Presentations

Summary:

This course serves as an introduction to scoring for film and video. The three tracks of study include training on Logic to score video/film, exploring the basic techniques of film scoring and learning how to listen to music within the context of cinema. Students will listen to music in and out of context of film to develop a palette that will serve their work in scoring. Students will also be analyzing film soundtracks that will allow them to understand different techniques and aesthetics in scoring. Students will score several short video clips.

Learning Outcomes:

By the end of DC412, students will be able to:

1. Analyze, critique and interpret the uses of music in Cinema.
2. Use a digital audio workstation to compose music utilizing both audio files and virtual instruments.
3. Demonstrate an understanding and utilize the basic and advanced concepts of MIDI.
4. Compose music for short films.
5. Communicate the needs of film in terms of the scoring workflow.

Texts:

Complete Guide to Film Scoring by Richard Davis

Project Naming Conventions:

Not following this naming convention for an assignment will result in a one-point reduction in the grade of assignment.

DC312_lastname_projectname.

Here are naming convention examples for all projects:

DC312_smith_videoanalysis1

DC312_smith_videoanalysis2

DC312_smith_project1

DC312_smith_project2

DC312_smith_project3

DC312_smith_project4

DC312_smith_project5

DC312_smith_project6

Supplies: External Mac Formatted Fire Wire/Thunderbolt Hard Drive, Gobbler

Grading

Video Analysis 1: 5 points, Video Analysis 2: 5 points Project 1: 10 points, Project 2: 15 Points, Project 3: 15 points, Project 4: 15 points, Project 5: 15 points, Project 6: 20 Points

A 93-100 Excellent work A- 90-92 B+ 87-89 B 83-86 Above satisfactory work B- 80-82C+ 77-79 C 73-76 Satisfactory/good work C- 70-72D+ 67-69 D 63-66 Unsatisfactory work D- 60-62F 59-61 Substantially unsatisfactory work

Late Papers/Projects

Late assignments are not accepted. If there is an emergency, proper documentation is required before the deadline.